

FIG. 1

132

FIG. 2A

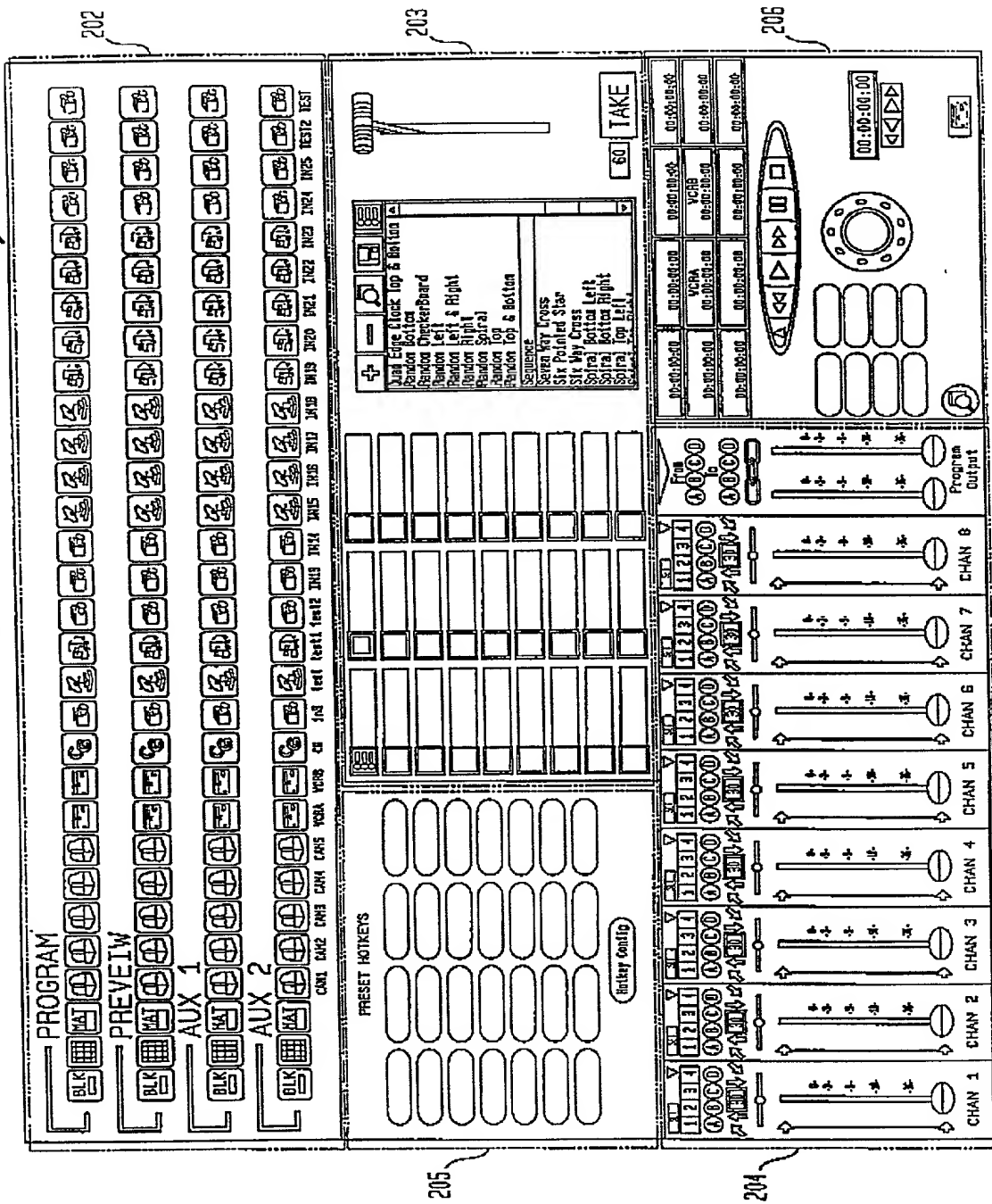
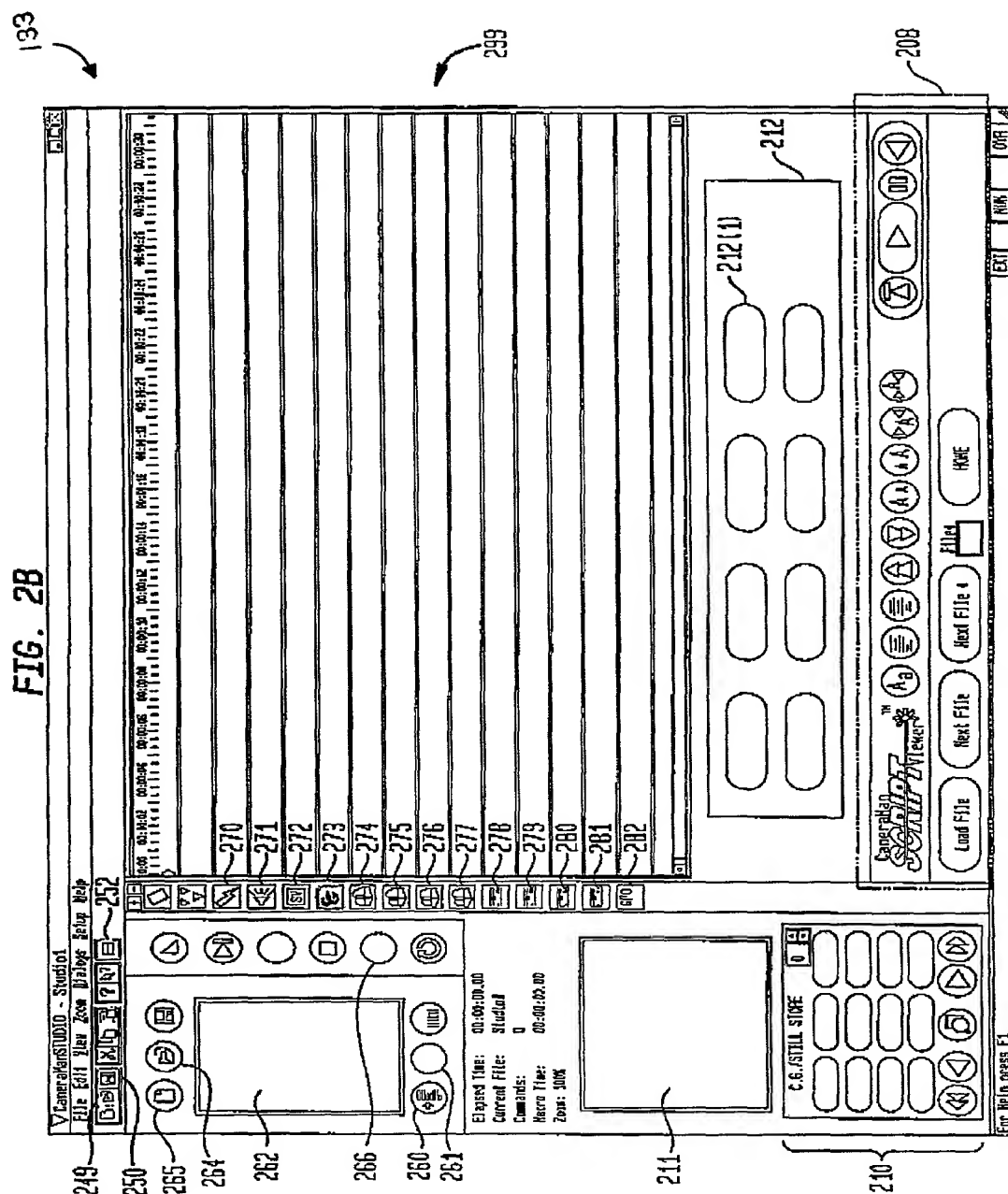


FIG. 2B



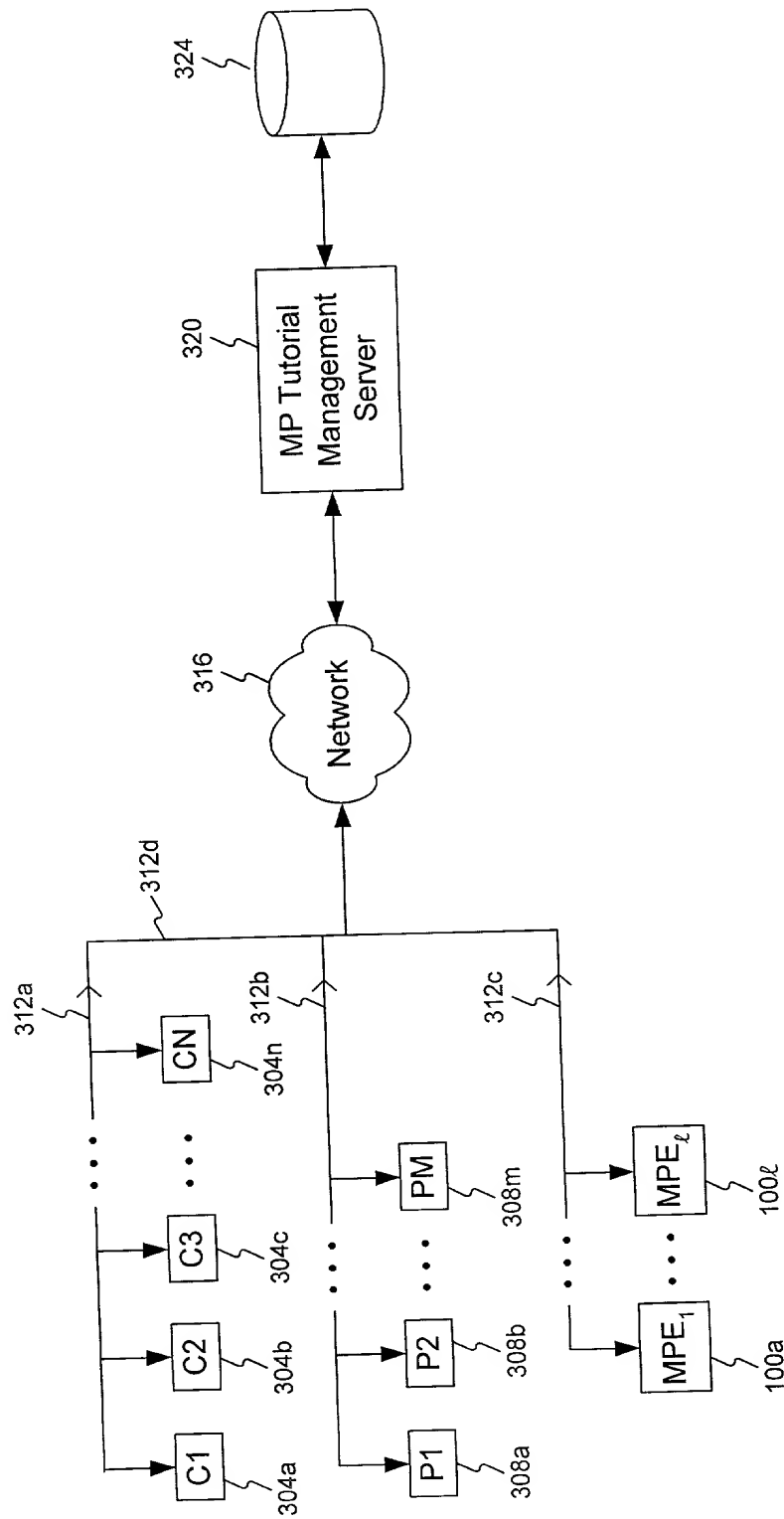


FIG. 3: Media Production Tutorial System 300

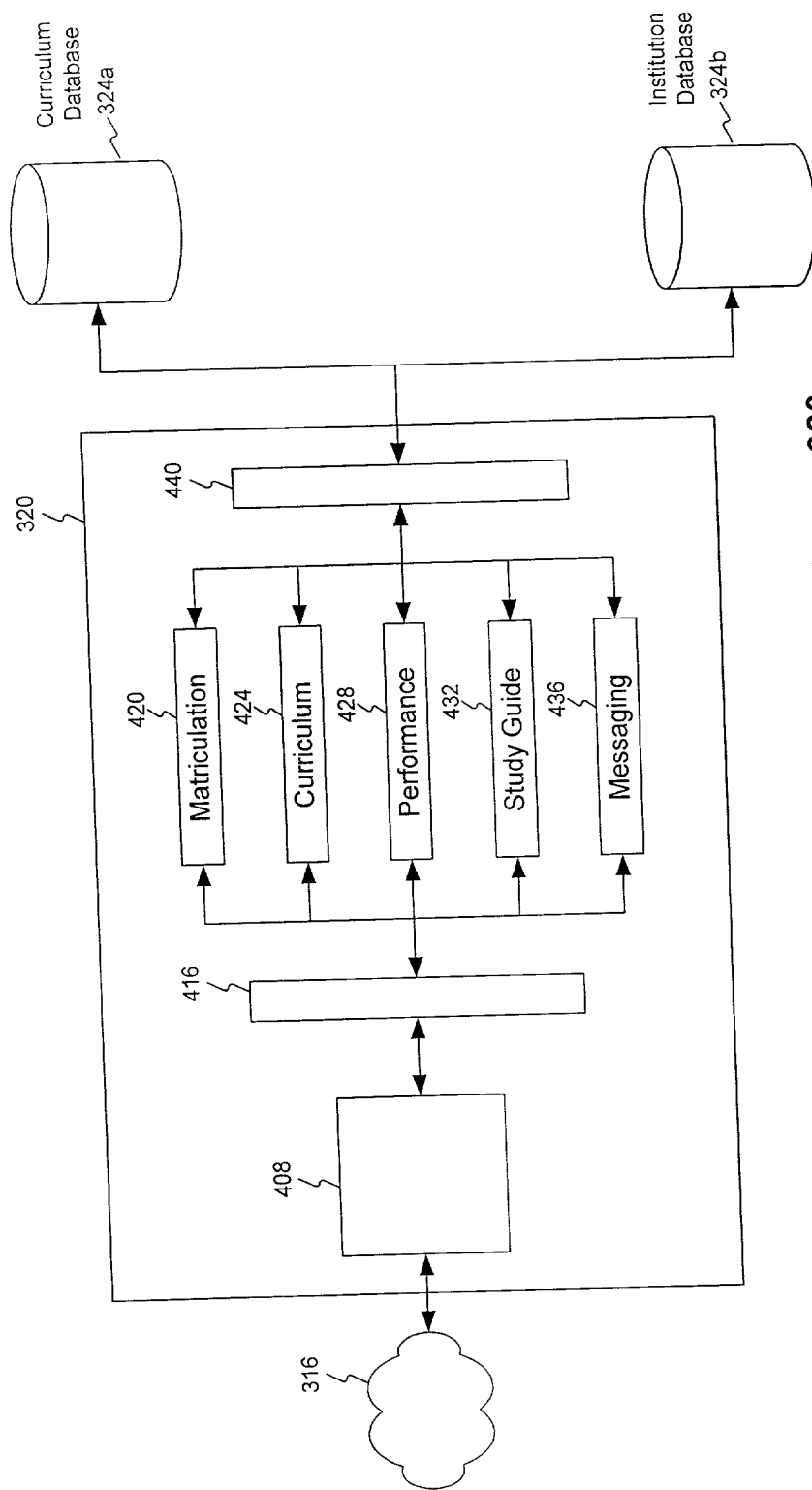
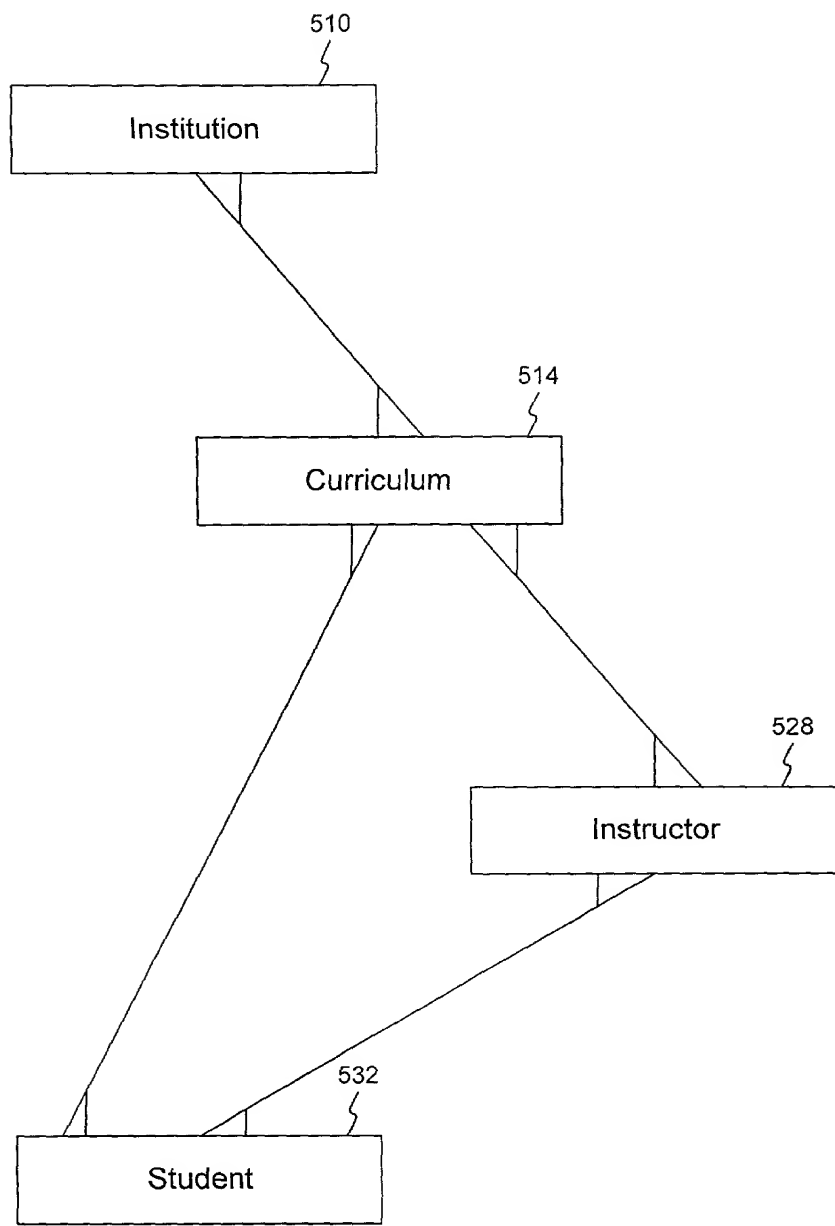
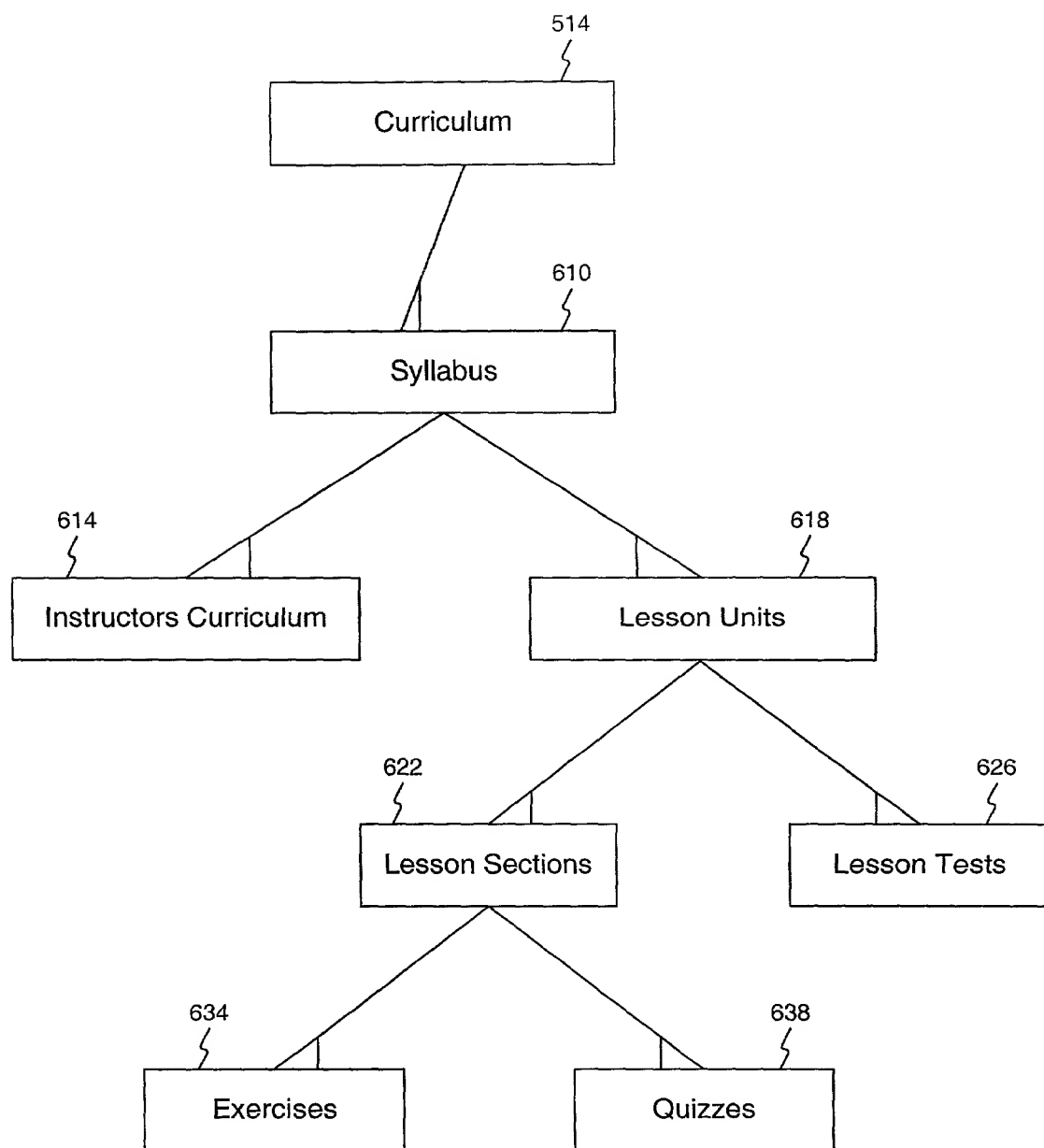


FIG. 4: Media Production Tutorial Management Server 320

FIG. 5: Relation Diagram for Database 324



**FIG. 5: Relation Diagram for Database 324**



**FIG. 6: Relation Diagram for Database 324a**

104000-2262860

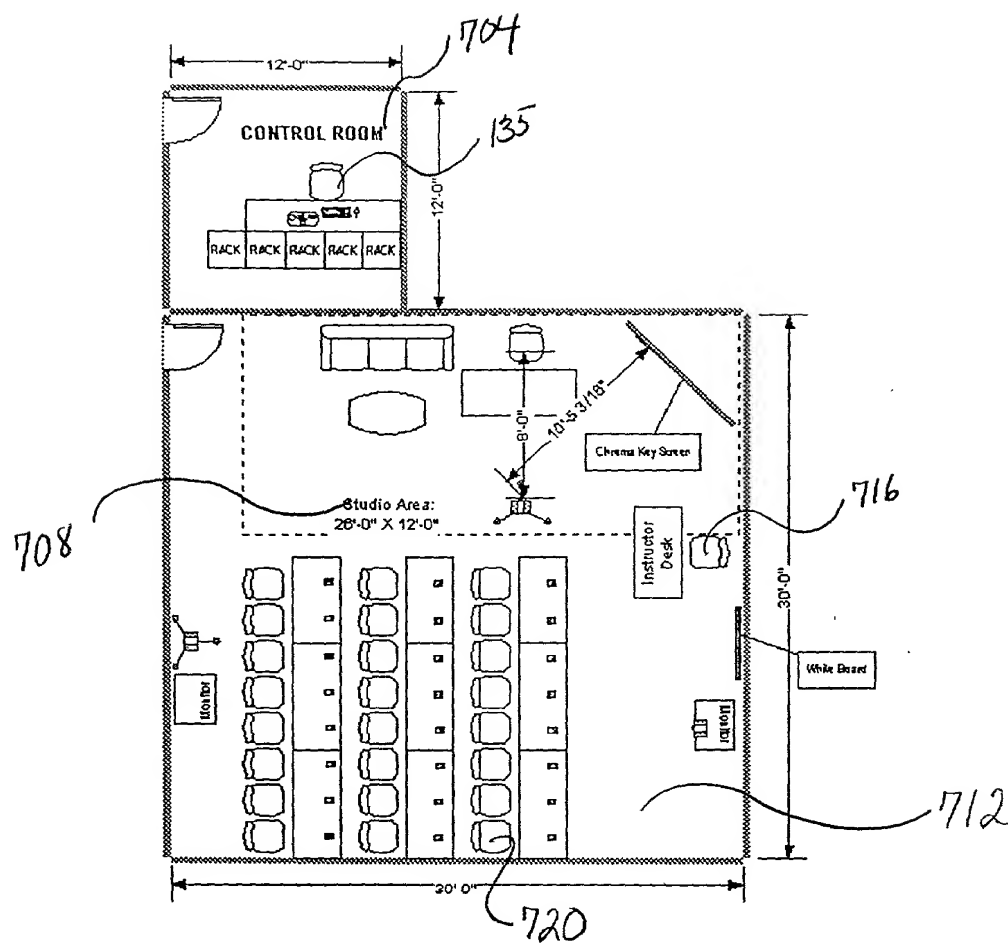
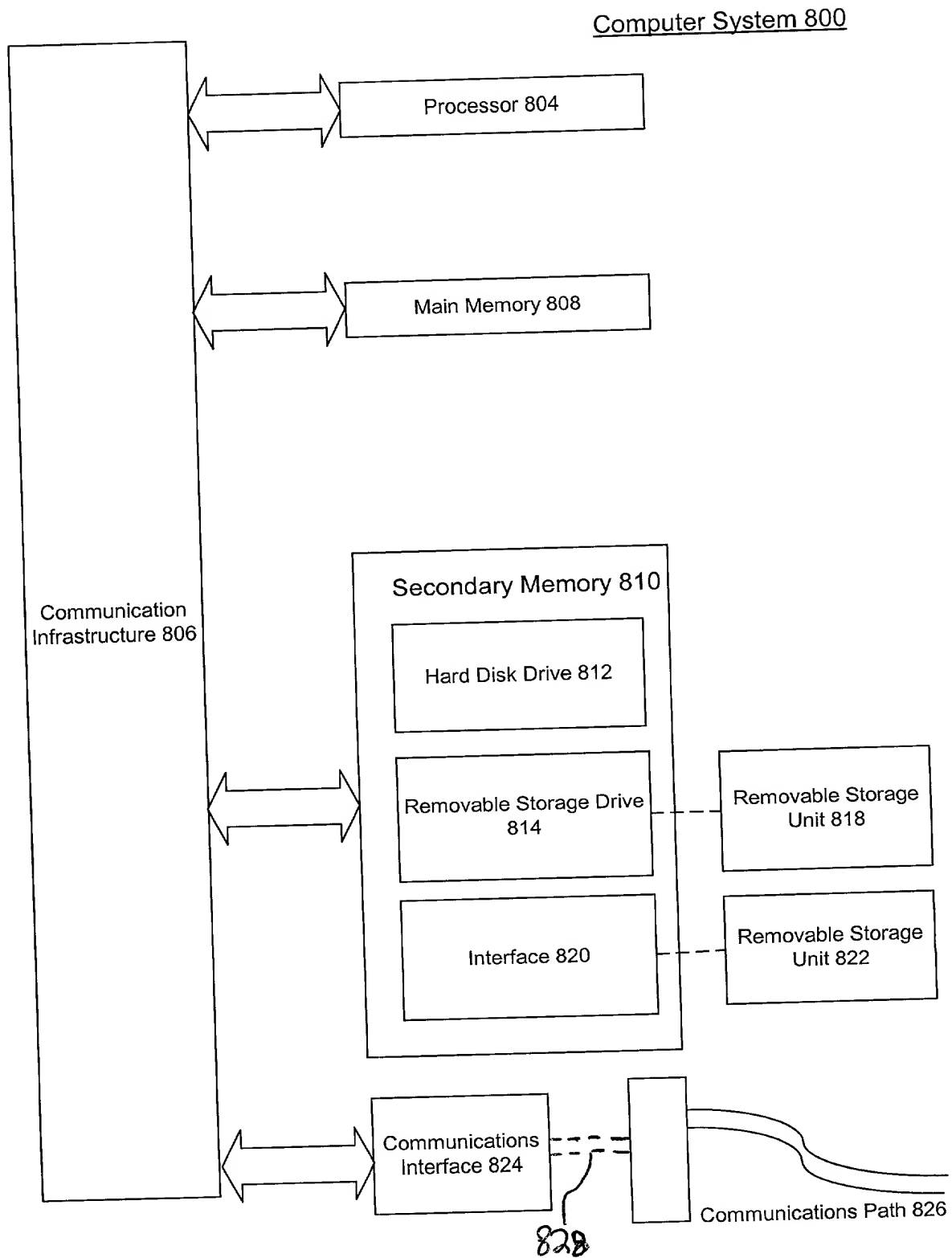


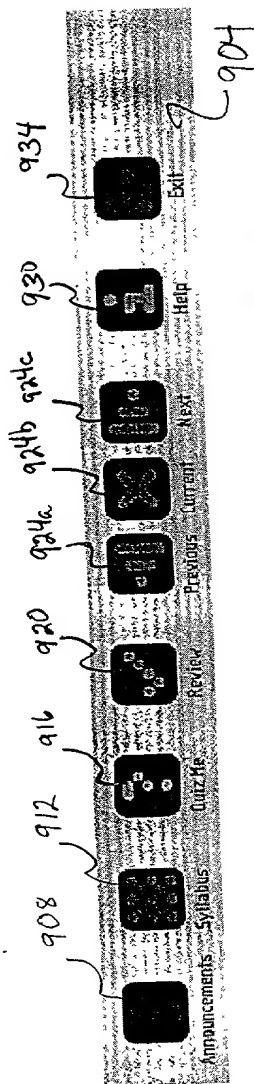
FIG. 7 : Training Facility 700



10/08/00 11:00:00



**FIG. 8**



## Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

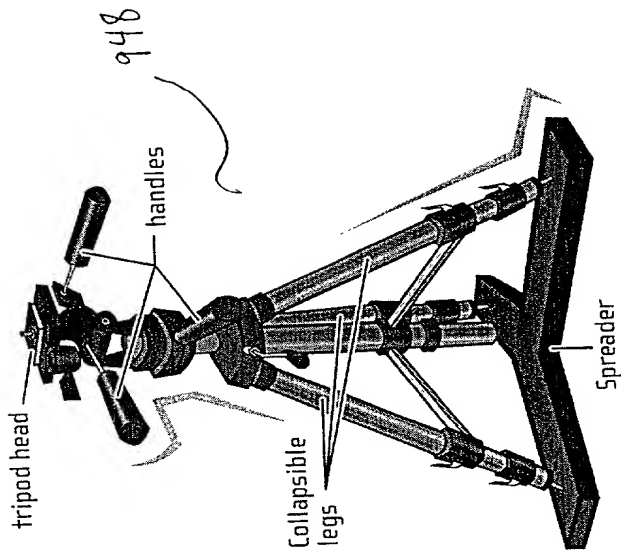
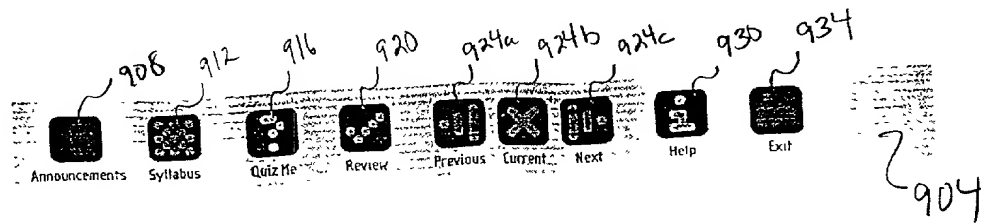


FIG. 9: GUI 900





## Syllabus Page

- ☐ Unit or Lesson not visited - ☒ Unit partially complete / Lesson visited  
☒ Lesson tested incorrect - ☒ Unit or Lesson Completed (tested correct)

Click on a Unit to see its Sections & Lessons

### Unit 02 - Camera

(Click on a Lesson to go there.)

☐ Unit 01 - TV History

1124 ☒ Unit 02 - Camera

☐ Unit 03 - Audio

☐ Unit 04 - 3 R's

☐ Unit 05 - Editing

☐ Unit 06 - Lights

☐ Unit 07 - Graphics

☐ Unit 08 - Producing & Directing

☐ Unit 09 - Advertising

☐ Unit 10 - Instructional Video

☐ Unit 11 - 3R's Revisited

☐ Unit 12 - More Camera & Lighting

☐ Unit 13 - Video Technology

☐ Unit 14 - F/X

☐ Unit 15 - More Producing & Directing

☐ Unit 16 - Video Yearbook

☐ Unit 17 - ABCs of EFP

☐ Unit 18 - Scriptwriting

☐ Unit 19 - Documentary

☐ Unit 20 - That's A Wrap

### Section 02.0 - Welcome

☒ Welcome to the Course

### Section 02.1 - Basic Shots

- ☒ Long Shots
- ☐ Medium Shots
- ☐ Close-Ups
- ☐ Headroom
- ☐ Rule of Thirds

### Section 02.2 - Camera Moves

- ☐ Pans
- ☐ Tilt
- ☐ Dolly
- ☐ Trucking
- ☐ Zoom

### Section 02.3 - Videotape

- ☐ Tape Formats
- ☐ Preparing A Tape
- ☐ Tape Transport System
- ☐ Recording Speed
- ☐ Tape Labels

### Section 02.4 - Shot Director

### Section 02.5 - Shot Director

- ☐ Shot Director - Powering Up
- ☐ Shot Director - Focus
- ☐ Shot Director - Iris
- ☐ Shot Director - Upper Section
- ☐ Shot Director - Lower Section
- ☐ Shot Director - Slide Controls
- ☐ Shot Director - Joystick Control
- ☐ Shot Director - Joystick Zoom Control

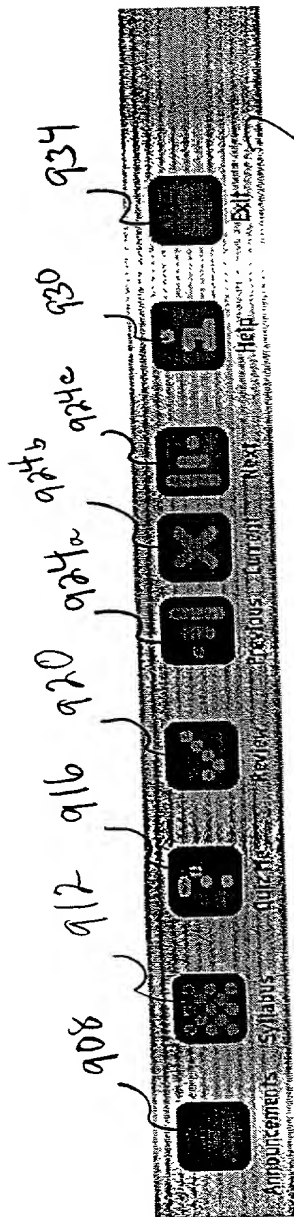
### Section 02.6 - Other Shots

- ☐ Studio Camera Shots
- ☐ Camera Angle
- ☐ Canting
- ☐ Lead The Look
- ☐ Cropping
- ☐ Backgrounds
- ☐ Over The Shoulder Shots

### Section 02.9 - Testing Lesson

- ☐ Testing Lesson

FIG 11: GUI 1100



## Quiz Me Page

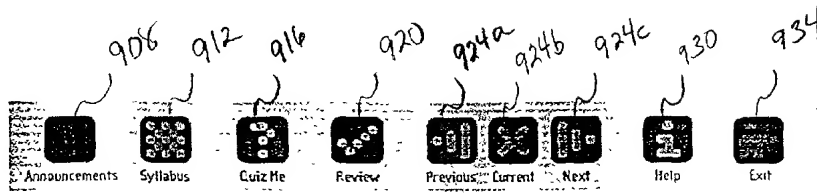
Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to \_\_\_\_.

- ☐ establish a setting
- ☐ show viewers small details
- ☐ show an entire object

Button ~ 1250

FIG. 12: GUI 1200



904

## Unit 02 - Camera Test Page

Please select an answer for each of the following 33 questions and then click on the SUBMIT button a

942

Which of the following does not describe a long shot?

- ☐ It shows great detail.
- ☐ It establishes a setting.
- ☐ It is effective on large screen.
- ☐ It is also called a wide shot.

A medium shot is best described as anything between a close-up and a long shot.

- ☐ True
- ☐ False

Which of the following items does not describe a close-up?

- ☐ It is often cropped.
- ☐ Shows great detail.
- ☐ Exaggerates movement by the camera or subject.
- ☐ Lacks detail.

Too little headroom makes the subject appear cramped within the frame.

- ☐ False
- ☐ True

The Rule of Thirds is an imaginary set of lines that go across the screen in the following pattern:

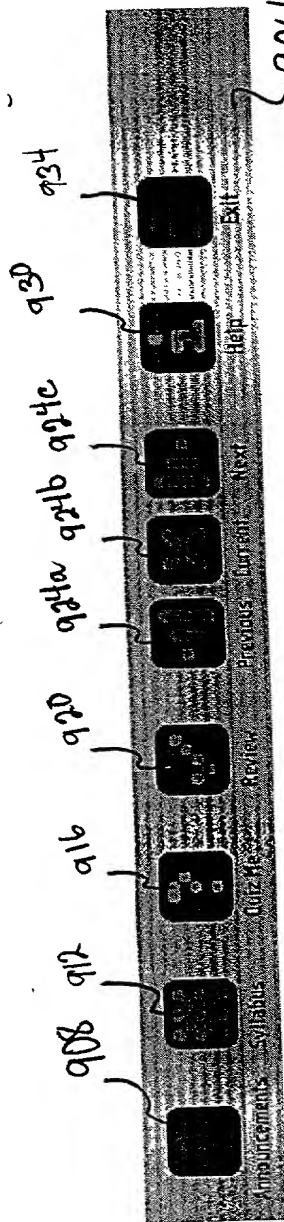
- ☐ three down, three across
- ☐ three down, four across
- ☐ three across, four down
- ☐ four across, three down

**SUBMIT**

1350

FIG. 13 GUI 1300

102080-2252500



## Review Page

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course.  
(This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

- Unit 02 - Camera : Section 02.1 - Basic Shots
- Long Shots
- Unit 02 - Camera : Section 02.2 - Camera Moves
- Dolly

Fig. 14: GUI 1400

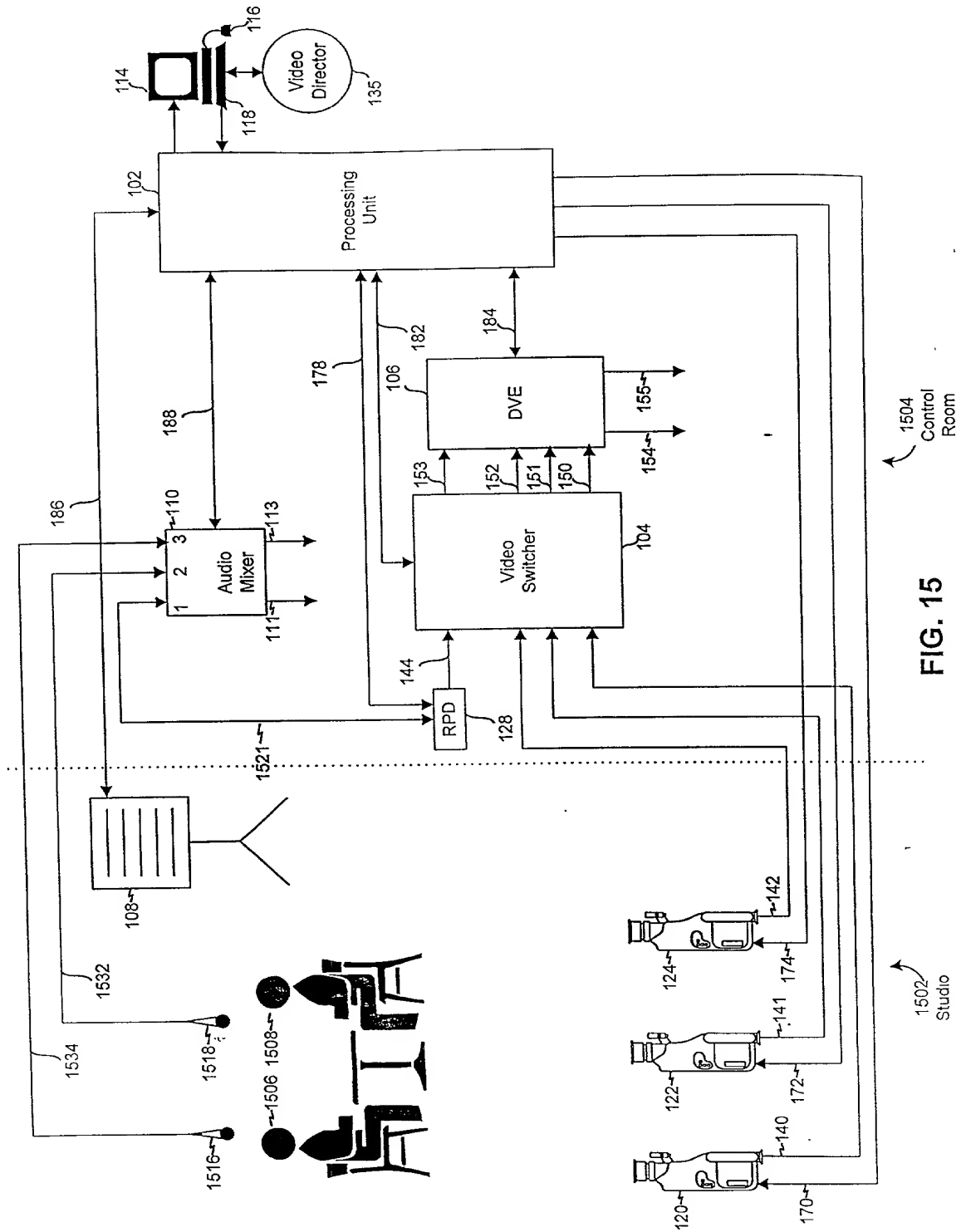
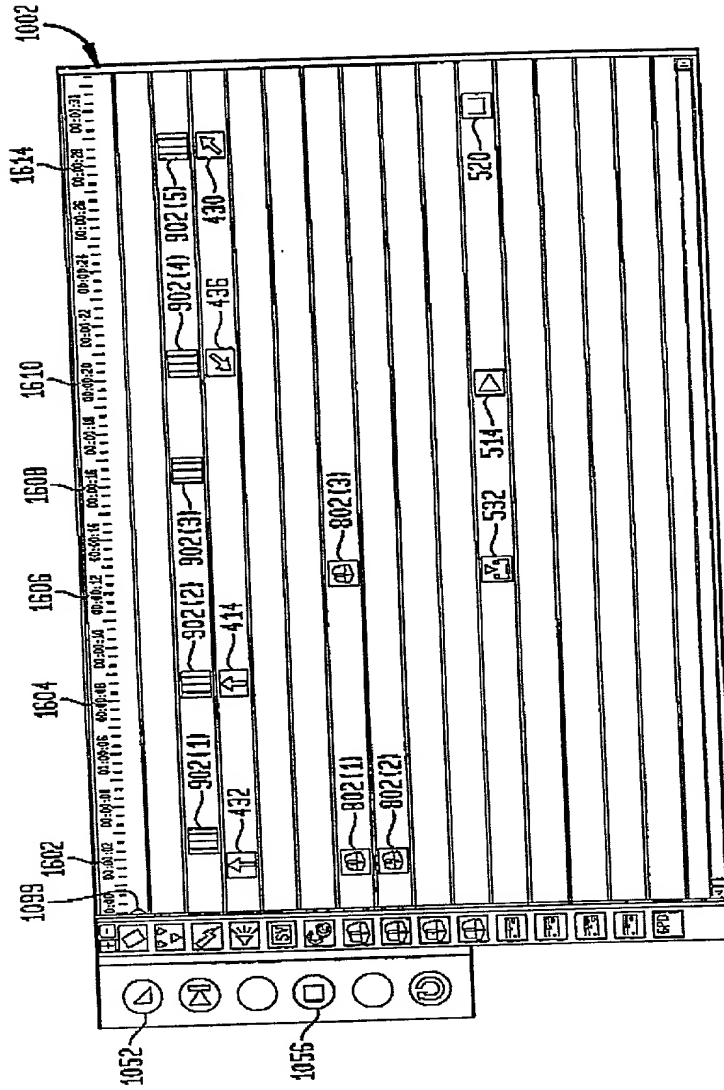


FIG. 15



FIG. 16



908 912 916 920 924a 924b 924c 930 934

Announcements: Syllabus, Quizzes, Projects, Homework, Lab, Field Trips, etc.

904

# Announcements Page

11/05/1999 - Meeting Notice

There will be a meeting tomorrow in the lab. Please attend. Roll will be taken.

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for ONE Hour earlier. The bus will leave the parking lot at 9 am SHARP!

Send a note to your teacher

1720

Send 1750

Fig. 17: GUI 1700